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VOL. 3 • NO. 9

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editorial
ek ek

QUESTOR
THE PHILIPPINE ANIME MAGAZINE • PUBLISHED EVERY TWO MONTHS フォーカス

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Editor-in-Chief	BAMBI C. ELORIAGA
Managing Editor	JOHANN FREDERICK CARRAS
Design Director	THE JI KATA
Creative Dept. Supervisor	JESS MATRO
Visual Artists	REY LIMONERAS JENNYSON ROSERO ALDIN VIRAY MARK NAVARRO
Contributors	NICK BAILESTEROS CICIL ESTRADA
Webmasters	BRYAN A. DI UY
Publisher	LARRY CHAN
Consultant	LEVI CASTILLO
Marketing Consultant	DANU PEDRO-BACOSA
Distribution	LEE'S BOOKS ROUTERY INC. SUITE 202 QUACSTAR BLDG., ORRIGAS AVE., SAN JOAN, METRO MANILA, PHILIPPINES TELE: (632) 744 5063 TELLEX: (632) 726 5317

It is *Questor*'s second year anniversary. It seems like a short time, stated simply like that. But a lot sure has happened. Perhaps a bit of enumeration will help me illustrate how much we've been through these past two years.

Let's start by remembering everyone who have graciously exited the bullpen, leaving a lasting afterimage in their wake: Robert Baron, Sherwin Moreno, Tesza Lopez, Michael Ong, John Michael Lu, Takako Takimoto, Sidney Ang, Rommel Ruanto, Mark Navarro (incidentally, this ish is Mark's last) ... bet you guys didn't even notice how subtly the staff box has changed, huh?

How about the series featured on the front cover? *Ghostfighter*, *Monster Rancher*, *Trigun*, *Ah! My Goddess*, *Bubblegum Crisis Tokyo 2040*, *Fushigi Yugi*, *Dangaizer 3*, *Hunter X Hunter*, *Lupin III*, *Cat's Eye*, *Ghostfighter* (part 2), *Sorcerer Hunters*, *Flame of Recca*, *Knight Hunters*, *Virtua Fighter*, *Hell Teacher Nube*, *To Heart*, *Magic Knight Rayearth*, *Gokitomo*, *Hunter X Hunter* (part 2), *Slam Dunk*, *Burn-up Excess*, *Cat's Eye* (part 2) and now, *Ghost in the Shell*. Whew! That's a lot of issues!

What about the events we've covered, participated in and helped organized? AnimExplosion 2000, Anime Expo 2000, AXN Anime Festival 2001, HK Comics Fest and Cyber Carnival 2001, Cosplay Manila, Anime Quest 2001, Anime Quest 2K2 and Cosplay on Ice 2002. Geez, it's tiring just typing that out. ^ ^

Hmmm, so what else can we count? How about the number of cel phones we've had in these two years? Igor: 2 (Alcatel, Nokia 3310). The Ji Kata: 2 (Nokia 3310, Nokia 3210). Aldin: 5 (Nokia 5110, Nokia 3110, Nokia 9110, Ericsson AT10, Panasonic GD 38). Bambi: 6 (Motorola Startac, Alcatel, Nokia 3210, Nokia 3310, Nokia 8250, Nokia 6510). Jennyson: 8 (Nokia 5110, Nokia 3310, Nokia 3210, Nokia 3310, Nokia 6210, Nokia 5510, Nokia 8310, Ericsson T68).

And how about the number of relationships entered into these past two years?... Nah, we're not going there. *Bitin kayo*, 'no? ^ ^

Instead, let me run through all the goodies we'll be offering you for our second birthday. Last ish, we announced that we will be going through some, "yup, big change". And just a first glance at this ish will give you an idea of the scope of change. We've updated our *Questor* logo and gave the inside pages a sleeker look to go with the changing times.

Last year, our anniv offering was our all-original *Gokitomo* manga. The series was very well received. In fact, it left fans clamoring for more. So on our second year, we decided to outdo ourselves. We're giving you, not one, but TWO new, original manga series — *Occhio del Dio* and *Dreamwinder*. Beginning this issue, these series will appear regularly in *Questor*. And as an added bonus, we're throwing in an exclusive, original VCD of a *Lupin III* movie!

I hope you guys enjoy what we have to give. Thanks for supporting us these past two years and do stick around some more. We'll make it worth your while.

Otanjoubi Omedeto!

Bambi Eloriaga
Editor-in-Chief

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by Igor Gabbab

CYBERPUNK:



JACK IN!!!

To log on to a machine or connect to a network, especially for purposes of entering a virtual reality simulation (leaving is "jacking out"). This term derives from cyberpunk SF, in which it was used for the act of plugging an electrode set into neural sockets in order to interface the brain directly to a virtual reality machine.



In the movie *Bicentennial Man*, Robin Williams starred as a robot with a heart. But not in the beginning though. He worked hard at being intelligent, always leading a questioning life. He wanted to live. Live, and be human. He excelled in bio-medical science in his quest to be human. He acquired emotions, pain and ultimately, love, through various upgrades to his now nearly human physical frame. He wanted to be recognized as human. The ruling bodies however, ruled that he can't be human. Why? For all his feelings and intellect, he is, for all intents and purposes, immortal. What did he do? He asked his scientist friend to modify his physical structure so that his body would degenerate like that of a human. But despite all this, he is still legally classified as a robot.

SPECULATIVE FICTION

Cyberpunk /si:'ber-puhnk/ A sub-genre of Science Fiction. A term derived from: Cyber(netics) + punk. Originally coined by SF writer **Bruce Bethke** and / or

editor **Gardner Dozois**. Launched in 1982 by **William Gibson's** ground-breaking novel *Neuromancer*. Its roots can be traced back through **Vernor Vinge's** *True Names* and to **John Brunner's** 1975 novel *The Shockwave Rider*. Cyberpunk is supposedly *Tekwar*, *Teklords*, *The Matrix*, *Johnny Mnemonic*, *The Running Man*, *Total Recall*, *Terminator*, *Freejack*, *Robocop*, *Lawnmower Man* and *Blade Runner*.

Cyberpunk is speculative fiction, a warning on a probable future. Originally, the term 'cyberpunk' was meant to be only a character-type name, meaning "a young, technologically facile, ethically vacuous, computer-assisted vandal or criminal". Nowadays, the term means much more, it's the name for a whole sub-culture and movement.

ULTRA-TECH

When most people hear of cyberpunk, they think futuristic technology. A peek at the technology of cyberpunk reveals ultra-technology. Cloning and organ-legging are prevalent. Brain implants, embryo cultiva-

THE CYBERPUNK SCENARIO

Cyberpunk film, literature and anime describe worlds which are sinister, dark places with inter-linked computers that dominate every aspect of life. In some, part of the action takes place on-line, in cyberspace. The clear borderline between the real and the virtual becomes blurred.

ARCOLOGIES

Built with massive funding and highly self-sufficient, an arcology is a massive structure that contains many of the elements of a city (including massive population density) all under one roof. Think "The Hive" in *Resident Evil*, the floating city of Zalem / Tipharex in *Alita*, the Ziggurat of *Metropolis* or one of those massive buildings in *Judge Dredd*.

SPRAWLS

The outlying areas around an arcology which expands outward into one vast puzzle of real estate. Think about *Metropolis* and its different Zones.

SPACE COLONIES

A considerable investment is needed to build a space station. Hundreds of launches to get the building blocks up, more launches to support it during the construction.

WASTELANDS

Think of the Scrap Yard in *Alita*.

tion and cloned organs are used. Bionic augmentation makes normal people stronger than others. Engineering at the gene level allows man to play god. Computers, media and telecommunications devices are smaller, faster, more versatile and more powerful, today's supercomputer performance and capability in the palm of your hand. The net is still vast and things may not only be in terms of *tera* and *giga* but beyond *peta*. Neural interfaces for computers are explored (think Johnny Mne-

monic). If AI (Artificial Intelligence) start trying to figure out how to improve their intelligence or transcend their hardwired limitations, they are usually terminated (something they weren't able to do to the Puppetmaster in *Ghost in the Shell*). Or they reach a level where they can kill their parents / makers. There's nano-technology, ultra-microscopic machines which can travel inside bodies and either heal or kill. Vehicles are cheaper, faster, more maneuverable and better overall than their predecessors. Besides ultra-fast cars and motorcycles, personal tanks are a possibility. This performance may be attributed to onboard computerization, everything has improved performance, control and firepower. Weapons are cheaper, last longer, jam less and fire faster.

ON THE EDGE

Ultra-technology, however, is not the only characteristic of the cyberpunk genre. Cyberpunk works usually have this "life sucks" mood. The "high tech" of cybercultures breeds "low life". In cyberpunk works, it is usual to have marginalized people in technologically-enhanced cultural systems. There is usually a "system" which greatly dominates or influences the lives of ordinary people. It may either be a government, a corporation or a religion. These are enhanced by certain technologies, particularly information technology. Often, this technological system extends into its human "components" as well, via implants. Humans themselves become part of "the Machine". This is the "cyber" aspect of cyberpunk. There are, however, like in any cultural system, those who live on its margins, on "the Edge". There are criminals, outcasts, visionaries or those who simply want freedom for freedom's sake. Cyberpunk focuses on these people, the "punk" aspect of cyberpunk. Cyberpunk is a "struggle".

Here are some cyberpunk anime to get you started:

BATTLE ANGEL ALITA

The Setting: The world is split in two, Zalem (Tipharex) high above and Scrap Iron City down below.

The System: Life in Scrap Iron City centers on whatever discards fall from Zalem. Those from Scrap City look up to Zalem as greener pastures.

High Tech: Guns, knives, weapons, cyborgs, cyborg battles and robots.

Low Life: Doc Ido, a talented cyborg physician, finds

MAN AND MACHINE

and reconstructs Alita who has lost all memory of her past. They find out she is a skilled fighter and she eventually becomes one of the top fighters in the city's cyborg battle arenas and, together with Doc Ido, one of the most feared bounty hunters paid to eliminate Scrap Iron City's most wanted and dangerous criminals. Problem is, the one Alita has feelings for has dreams. He wants to leave Scrap Iron City and climb the ground cables to reach Zalem. He tries and Alita doesn't succeed in saving him from being torn to shreds by Zalem's defense system.

AKIRA

The Setting: 14:17, 16 July, 1988. Tokyo has been wiped out by a great white light. Years later, life is



DRAMATIS PERSONAE: PEOPLE OF CYBERPUNK



ANARCHISTS

Destroy! Destroy! They seek to destroy. When they think something is evil, they believe they can live without it, hence all the destruction.

GREENS

They love the environment. Some are peaceful environmentalists, others are terrorists in disguise.

CYBERS / MECHANISTS

The ultimate in coolness is to have the latest mind toy. Augmenting the body is a way of life. They feel that immortality can be achieved through augmentations.

SHAPERS

Opposite of cybers. More into biological life forms than tech, they modify their genetic code to improve themselves. They create servile life forms much like the mechanists will create robots.

TECHNOPHOBES

Technophobes are against any type of technology or genetic engineering. They do not want to have their humanity taken away.

XENOPHOBS

Xenophobes are afraid of anything that is different, like mutants, aliens, other races and free-thinkers.

KINETICS

Kinetics want to go as fast as possible anywhere for the thrill. Kinetics do not live long. Remember the biker guys of Akira?

HACKERS / PHREAKS / CRACKERS / CYPHERPUNKS / WAREZ DOODZ

Tech people into power computing and telecommunications. Some do what they do for thrills, others for need / business. Hackers break into computer systems. Think Nene Romanova of *BGC2040* and Ed of *Cowboy Bebop*. Phreaks play with the phone systems, Crackers play with software or networks, Cyberpunks concern themselves with cryptography and cryptosystems, and Warez Doodz are concerned with software piracy.

DRUG CULTURE

Drug dealers do not like competition. Why? Without the competition they can charge as much as they want. With all the money they have, they have access to powerful weaponry and advanced technology.

MAFIA / YAKUZA / ORGANIZED CRIME

Organized crime also does not like competition. They like things nice and orderly and have the guns to change things if they aren't to their liking.

RAVERS

Synthesized and sampled music, computer-generated psychedelic ("cyberdelic") art, and designer drugs to create massive all-night dance parties and love-fests in empty warehouses are their way of life.

hard, life is fast and life is not the same.

The System: The all-powerful, iron-fisted government and its violent military want the "edge". They believe that in order to be powerful, they must control those who have the power.

High Tech: All people have this power. The kids used by the Japanese army, Takashi, Masaru and Kyoko, had some amount of power but not enough to meet the army's expectations. Drugs were used to increase their paranormal abilities which were planned to be used as weapons. Maybe it was the drugs that made them look blue and old. Then they stumbled upon Tetsuo. Tetsuo and his gang who live the fast life on fast bikes. Cool bikes, lots of cool firepower.

Low Life: Tetsuo registered great potential and drugs were also used to regulate his power. Tetsuo possesses power comparable to that of Akira, a previous experimental test subject of the army. When Tetsuo refused the administering of drugs by the scientists, his powers went out of control. Proportionate to his increase in power were his increase in size and mass. It took the intervention of Akira to prevent another catastrophe.

BUBBLEGUM CRISIS TOKYO 2040

The Setting: Megalo City, formerly Tokyo. The year is 2040, more or less six years after the most devastating earthquake that leveled Japan. The city has bounced back on its feet after the catastrophe thanks to the help of cutting-edge technology called boomers.

The System: The Boomers are manufactured by an all-powerful corporation called Genom, led by by Quincy Rosenkreutz and his right hand man Brian J Mason. The AD Police are called in to curb boomers gone berserk.

High Tech: Boomers are not just robots or machines, they are considered semi-humans, substitutes for human beings. But some boomers are running amuck, doing more harm than good, which should not be the case. Dr Stingray, Sylia's father, was killed while working on this boomer technology during the quake. The AD Police use high-powered weaponry. The Knightsabers use superior hardsuits based on boomer technology.

Low Life: Enter the Knight Sabers, a ragtag band of vigilante heroines equipped with the skills and technology to take down the rampaging Genom Corporation boomers. Bike riding band vocalist Priss seems to dislike authority figures, especially Genom and the AD Police. Country-gal Linna is a "sarariman" (salaryman) or office worker for a Genom subsidiary company who dreamt of joining the Knight Sabers and got her wish. Nene is not only a dispatcher for the AD Police but is also a hacker. Lingerie shop owner Sylia is directly involved with the development of boomer technology (her

body was used a couple of times as host). The group's chief wrench, Nigel, is a former Genom engineer. Some disturbing scenes are that of a human asking a boomer servant to lick the spillage off his shoes and Mason's relationship with his boomer assistant.

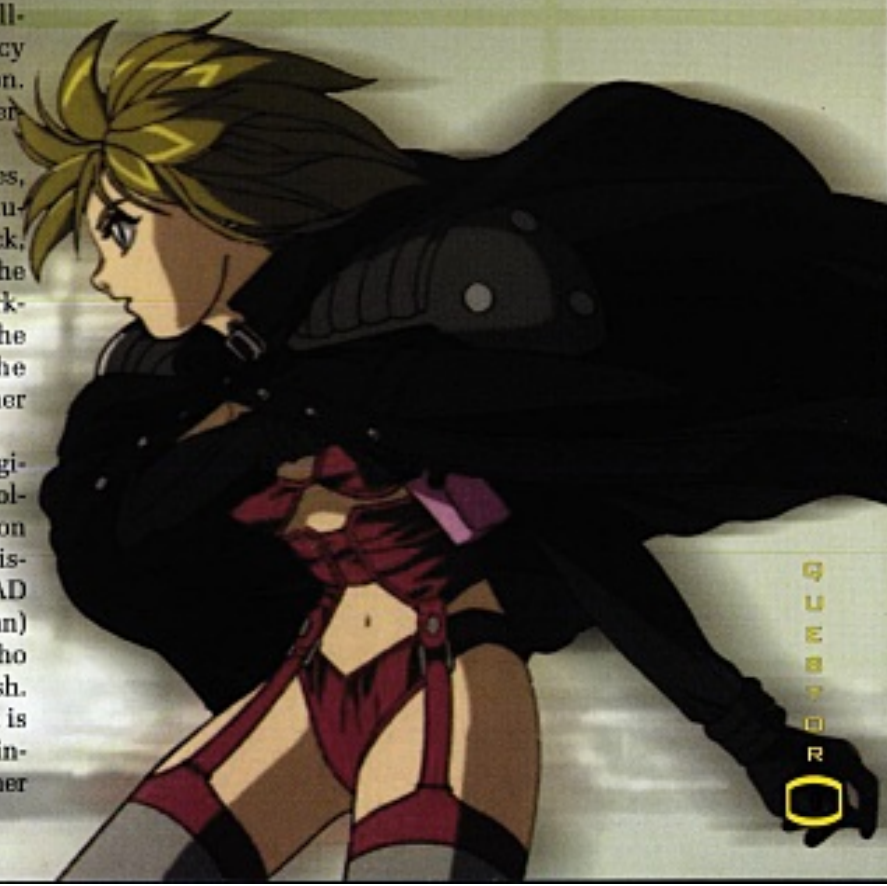
GHOST IN THE SHELL

The Setting: The year is 2029, the world has been made borderless by the net.

The System: Corporations and governments have become powerful. Manipulation of data and stock is rampant. So are terrorism and violence. Police turn to superior firepower and technology in their fight against crime.

High Tech: Major Motoko Kusanagi and her highly trained, cybernetically-enhanced secret service unit called the Shell Squad are trailing this criminal code-named the "Puppet Master". He is called as such because of his habit of taking over the minds of human beings in order to manipulate information from them and others. As it turns out, the Puppet Master is not a hacker, nor is he human. It is a computer program, a virus. While members of her team are augmented humans, Major Kusanagi is in fact a "ghost" in a "shell". Her "being" can actually be downloaded into super-powered, human-looking, crime fighting mecha "shells". They all struggle with their humanity... or whatever is left of it.

Low Life: The ultimate secret agent of this era is not



MAN AND MACHINE

CYBERPUNK



human. With no physical manifestation, it can freely travel the information highways of the world, connecting to all computer networks, hacking and manipulating whatever and whenever required. This agent is named "Project 2501". Project 2501 seems to be the perfect virtual agent but it becomes self-aware, reaches sentience, concludes it is a life form "born in a sea of information" and requests asylum. Its ultimate objective: to become truly human with a physical existence in defiance of its creators. All it needs is a host.

ARMITAGE

The Setting: Humanity has expanded to the stars and humans have developed a colony on Mars.

The System: Despite the seeming human appearance, robots are still discriminated against. Humans are regarded as "1sts". Robots are either "2nds" or "3rds". Despite the presence of the Martian Police Department, which keeps the peace, an assassin is killing off all the 3rds who ironically are well known personages in the Martian society.

High Tech: The 2nds and 3rds can be preprogrammed as artists, craftsmen, writers and even as assassins. The 2nds are robots who can look and work like humans but are devoid of emotion and creativity. The next-generation / nearly-human 3rds have organic bodies (meaning they can physically function like humans, they can even conceive) and electronic brains as complex as that of humans. They can laugh, cry, think and feel.

Low Life: Newly transferred Detective Ross Sylibus is paired with MPD Officer Naomi Armitage, probably the best officer in the department. In the end, Sylibus accepts the fact that he is not less human despite all the mechanical-cybernetic replacements he has had to undergo because of injuries he sustained while in the line of duty. In the end, he accepts Armitage for what she is, a 3rd.

METROPOLIS

The Setting: The Ziggurat is the arcology, Metropolis is the sprawl. Romeo is human, Juliet is a robot. He lives, she dies, all are punished. Do robots really die?

The System: The power in Metropolis resides with Duke Red and his Marduk party (which is dedicated to destroying out-of-zone rogue robots). Metropolis is divided into Zones: the surface level where the skyscrapers are; Zone One slum dwellings where robot-displaced humans stay, no school, no jobs, no food; Zone Two where the power plant is and Zone Three where all the sewage goes to. There are two types of individuals: humans and robots. Robots are cheap labor, often replacing humans in their jobs. Humans displaced by this technology are displaced. A totalitarian state leads to revolution then dictatorship ending in catastrophe. Catastrophe here leads to freedom.

High Tech: Robots can do a lot of tasks as well as show some form of emotion. Shunsaku Ban's robot guide and Albert II model robot Fifi both show some form of concern and loyalty. Tima cries, and probably loves. She was commissioned by Duke Red to serve as the superhuman control center for his Ziggurat. The Ziggurat is actually a weapon of mass destruction, it can make sunspots which release electromagnetic waves and cause electronics all over the world to malfunction. Robots can turn against humans.

Low Life: Duke Red is after Tima. Tima is in the care of Kenichi. Tima and Kenichi share a bond, despite him being human and her being a robot. Tima thinks she is human but is proven otherwise when Duke Red lets her take the throne on Ziggurat. Then she goes berserk, saying they should never have toyed with robots.

Notes: Metropolis is CG noirish with touches of 20s to 60s music. One may consider it as steampunk (a sub-genre of cyberpunk dealing with Victorian era / Industrial Revolution romance, discovery and invention) at first but it really seems cyberpunk. Look for allusions to Karl Marx's *proletariat* and Victor Hugo's *Les Misérables*.

SERIAL EXPERIMENTS LAIN

The Setting: The "wired" future.

The System: The "wired" future is so wired that everyone has to be constantly "jacked-in". So much so that everyone has a Navi. So much so that it seems everyone is too dependent on them.

High Tech: The Navi. Everybody has a Navi; there are even portable versions. Navis are computers that people are very dependent on. Why does this sound so disturbingly true even today? Navis even allow one

Besides the usual hacker, doctor, cop, clone or scientist here and there, there are other jobs which characters have.

RUNNER

Basically, a courier paid to transport some object from one place to another. Most of them are proficient in survival, escape and evasion as well as some forms of concealment and combat.

DATA RUNNER

Same as a runner but more on cyberfiles rather than items. Depending on the level of cyber technology, they either have a brain chip or just a pack of disks. Think Johnny Mnemonic.

HUSTLER / BROKER

People who have connections and use them to deal any information, service or item. Hustlers have an extremely short life expectancy because hustling is extremely risky business. They deal in drugs, software, hardware, weaponry, or information.

EXTRACTION SPECIALIST

Paid by one company / party to kidnap / liberate a scientist bearing knowledge of value. There are also other armed muscle characters: bodyguards, hit squads, mercs (armed service for a price) and xerosoldier (highly trained and biologically or mechanically upgraded, contract owned assassins / terrorists). Their usual skills always include martial arts, awareness, weapons, sabotage and tactical defense.

to connect to the Wired, sort of the future of the Internet where people can actually go inside their computers. Creepy. It seems everyone has to have one, and Lain has the newest model. There's also Accela, it isn't a drug, but it is called a sort of "smart supplement". It helps people connect, sort of. It increases brain speed and lasts for one day.

Low Life: Lain Iwakura is surprised to receive an email from a dead girl a day after her "suicide". Chisa, the "dead" girl, explains in the letter that she did not kill herself. She has merely abandoned the flesh and is very much alive in the "wired". After getting a new Navi and adding a 'psyche' circuit, Lain spends more and more time in the Wired. She decided to investigate the "leaving of the flesh" that seems to be spreading around. She also looks into Knights, a cult wishing to rule the Wired. Jeezus! What else can Lain bump into exploring the nooks and crannies of the Wired?

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THE TIME HAS COME TO CAST ASIDE THESE
BONDS AND ELEVATE OUR CONSCIOUSNESS
TO A HIGHER PLANE. IT IS TIME... TO BECOME
A PART... OF ALL THINGS...

by Igor Cabbab

Motoko Kusanagi

GHOST IN THE SHELL

Rank : Major
Designation : Chief Commander of Section 9
of Public Safety
Age : Unidentified
Date of Birth : Unidentified
Profile : Unidentified

Armament

Weapon type : ZASTAVA CZ-M100 HANDGUN
Caliber : 9mm
Type : Automatic handgun

Weapon type : ZASTAVA NOSLE CZN - M 22
Codename : "9 WEAPON"
Caliber : 5.7mm
Type : Anti-tank gun

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Duvel

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And you don't seem to understand
A shame you seemed an honest man
And all the fears you hold so dear
Will turn to whisper in your ear
And you know what they say might hurt you
And you know that it means so much
And you don't even feel a thing

I am falling, I am fading
I have lost it all

And you don't seem the lying kind
A shame then I can read your mind
And all the things that I read there
Candle lit smile that we both share
and you know I don't mean to hurt you
But you know that it means so much
And you don't even feel a thing

I am falling, I am fading, I am drowning
Help me to breathe
I am hurting, I have lost it all
I am losing
Help me to breathe



DON'T LET THIS BE A EULOGY.

Ako ay isang anime fan, kasapi ng Anime Nation...
masugid na sumusubaybay sa mga anime sa araw-araw.
Ito'y nagbibigay sa akin ng labis na kasiyahan.
Dito ko natututunan ang halaga ng pag-ibig,
kalayaan, pagkakaibigan at dangal.
Bilang ganti, sisikapin kong itaguyod
ang mga anime sa abot ng aking makakaya.
Ipaglalaman ko ang aking karapatang manood

at mag-enjoy ng magagandang anime.
Ipagpapatuloy ko ang mga adhikain ng Anime Assault
upang patuloy na maghari sa telebisyon ang anime.
Hindi ako aatras at ibibigay ko ang aking
isang daang porsyento sa labang ito.
Sisikapin kong maging isang tunay
na mamamayan ng Anime Nation...
sa isip, sa salita at sa gawa.

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Five Star Stories from the Joker Galaxy

Somewhere in the universe, in the far off future is the Joker Galaxy under which the four star systems of Easter, Wester, North and South thrive. A comet called Stant crosses Joker along an elliptical path. Six planets (Delta Belune, Juno, Addler, Both, Pestaco and Kalamity Goderce) have control in this region.

Technology here means interstellar travel, interstellar credit cards and interstellar phone calls being common. Political systems vary from modern democracies to traditional monarchies. Addler is democratic while Delta Belune is an empire. Military tactics utilize tanks, aircrafts, infantry and other traditional technologies. They also use "buster" weapons, which emit a blast of massive energy, and bio-mechanical Mortar Headds (MH), a kind of mecha of that world. The more powerful an MH, the more favorable the outcome will be for the user. MH can only be piloted by extremely strong humans called Headliners.

In this world, there are also the Fatimas. These are bio-engineered beings created by humans from an alien race originally from the Joker system and Headliners. They were created as playthings, often built as gorgeous girls. Their primary usage evolved and they are now programmed to seek out Headliners and become co-pilots /companions to the potentially dangerous MH pilots until the human dies. Afterwards, they must seek out another master. Fatimas that have no masters must take care not to appear in public because they are considered things that people won't hesitate to enslave, rape or do worse damage to.

There is a legend, however, that a renowned Fatima designer named Chrome Ballanche designed four Fatimas that do not have the usual Fatima program: Atropos, Lachesis, Clotho and a male named Uplanda. According to the story, these Fatimas were made at the request of the LED Dragon, the most intelligent and powerful mortal in the galaxy. Two of them were captured by the evil perverted Duke Juba, who plans to make them into his sex slaves. One became the wife of Amaterasu, emperor of Delta Belune and called the God of Light. One becomes the tool for the death of the fourth. One will go on a journey that will break the barriers of time and space just to be with her beloved.

All these planets, all these lives, all these beings live out their drama in the series by Mamoru Nagano that started in 1986 in *Newtype Magazine*. All their adventures are chronicled in nine volumes of manga and one movie. All of them are in the *Five Star Stories*.

— Cecil Estrada

FSS 2001 Teikoku no Jitsuryoku. © Mamoru Nagano, Toys Press, Inc. and Kadokawa Shoten

References:
<http://www.heika.net/html/fss.htm>
<http://www.angelfire.com/anime3/mechamanga/index.html>



Robot Love: Chobit

It's the story of a special robot with complicated programming and relative free will who gets rescued by a perverted but nice guy. Will they hit it off? Will there be romance in the air? Will the guy ever think of the robot as more than just a machine? Will the robot ever understand its purpose in creation? Will the guy ever stop being a pervert? And what exactly is a chobit anyway?

In a city like modern Japan, there are AIs called Persocons that come in all shapes and roam the streets doing chores for their human masters. Extremely useful, they are, however, very expensive. An average student will have to scrimp up a lot just to be able to buy a small one. Humanoid Persocons can project emotions on their faces and can only be distinguished from real humans by their metal ears. Stories abound about complex Persocons that can function without OS and have built-in learning programs but no one has been able to prove their existence yet.

Until a student named Hideki Motosuwa finds a female-shaped Persocon in the garbage outside of a store. Since he believes in the saying finder's keepers, he takes her home and names her Chii. Though he is clueless about Chii, it's pretty much a given that she is a chobit. He does have an inkling that she's special so he tries to ask his friends for help in trying to figure out her program. In the process, Hideki finds out more about relationships, not just the romantic kind, but human relationships in gen-

eral. He will find out why people will always need people no matter how much they want to isolate themselves and live in fantasy lands with their Persocons. He will also find out what makes chobits legendary and what their dark selves are really all about.

So in the end, will the mysteries of life be solved? Will people learn their lessons or will Persocons keep them completely away from human contact? Most importantly, will Chobit's creators, CLAMP, be able to produce an anime that isn't complicated?

— Cecil Estrada

Chobits © CLAMP

References:

<http://sekaiselfuka.net/chobits.html>

<http://www.happy-bivouac.com/chobits/index2.html>



I Will Make School Fun

(Lessons from Great Teacher Onizuka)

LESSON 1

I. Objective/s:

- Drop out of university
- Get a job
- Be famous and rich!!!

II. Subject Matter

- Talking about oneself
 - Name: Eikichi Onizuka
 - Current status: bored and jobless
 - Current location: Tokyo
 - Current companion: Ryuji
 - Special note: still a virgin, dang!
- Integration to society
 - Walk around hoping to find some job
 - Meet cute girls

III. Materials/Reference:

- High school girls

B. High school girls with short skirts

IV. Procedure:

A. Introduction

- Peep under cute girl's skirt
- Buy her lunch

B. Motivation

- ~~Get a kiss~~ Eh?! She's gone back to that ugly, bald guy... who's her BOYFRIEND?!
- Do not let previous event get you down
- If ugly, bald teacher can get cute girl then...
- I WILL BECOME A TEACHER!!! FROM NOW ON, I WILL BE THE GREAT TEACHER ONIZUKAAAAA!!!

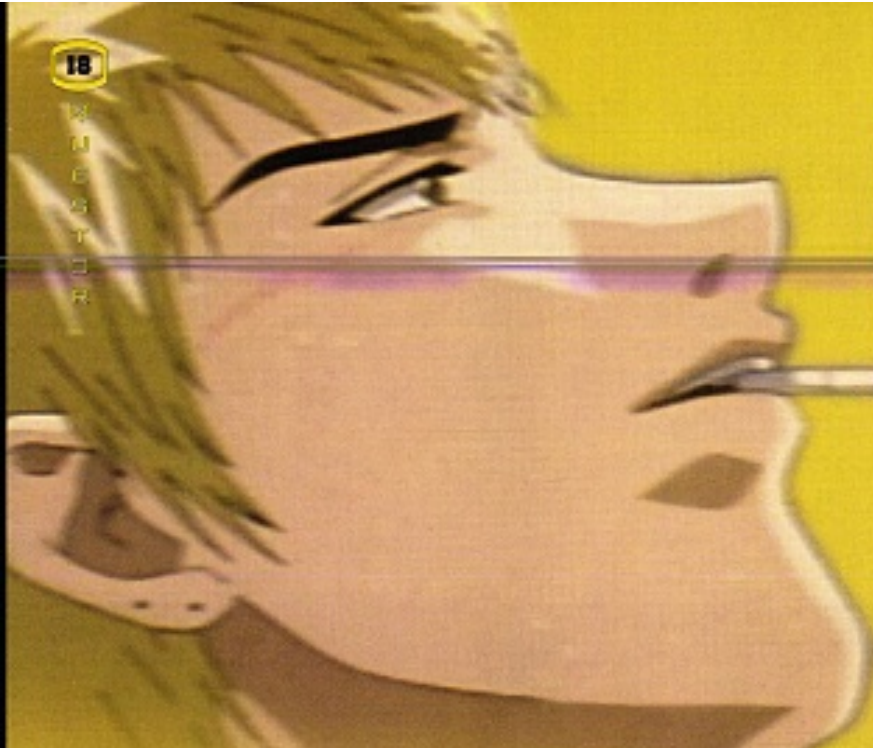
LESSON 2

I. Objective/s:

- Become a teacher
- Scout for potential girlfriends

II. Subject Matter

- School



1. Name: Musashino Kichijoji Higashi
High School
2. Co-ed high school
3. Location: Tokyo

C. Integration to society

1. Meet co-workers
2. Meet cute girls
3. Impress someone before teaching term ends

III. Materials/Reference:

- A. High school girls who lose their volleyball
- B. Fellow teacher, Hidero Osawa (*special note: he's addicted to chasing girls... I know he'll be a good co-teacher. ^__^*)

IV. Procedure:

A. Lead in:

1. Help cute high school girl who just lost her volleyball
2. Follow Hidero-san's advice to chase after young girl in school

B. Practice:

1. Greet class in high spirit while checking out girls
2. Er... there are not much girls...

C. Motivation

1. Never mind about B.2. There's still that cute girl who lost her volleyball
2. Saw cute student and learned she fought

with her parents. She wants to go home with me!!!

3. Ahem, I must do my civic duty to prevent any harm from happening to this girl if she should be left alone in the streets. I will take her home with me.

4. YES!!!

5. Oh yeah, and her name's Nanako.

LESSON 3

I. Objective/s:

- Teach kids a lesson they will never forget

II. Pupils

A. Nanako

1. Brought her home
2. Tried to tidy up apartment
3. Says my room is a man's room ^_ ^
4. Starts to undress

B. Other students

1. Suddenly appear out of nowhere
2. Takes pictures of undressed Nanako in my room
3. Blackmails me and runs away!!! >:|

III. Procedure:

A. Locate punks

B. Teach 'em a practical, out-of-the-classroom kind of lesson

1. Water torture
2. Drag them behind their bikes

C. Motivation

1. I probably won't reach lesson 4
2. But they must pay!!!

**Special note: Hey those punks actually look up to me after my "special" exercise last night and my supervisors have been wowed by my ability to turn 'em into good students, I actually get to keep my job. Am I teacher material or what?!!!*

— Cecil Estrada

GTO © Toru Fujisawa / Kodansha, Fuji TV, SPE Visual Works, Studio Pierrot

Reference:
<http://members.tripod.com/dragonfiles8/book1.html>

Hero 101

by Sorcerer Stabber Orphen

Yo! Name's Orphen and I'm here to show you how to become a hero, a champion, a famous guy in ten easy steps. So get your writing stuff and try to keep up with me. *smirk* Let's begin:

1. You gotta have a cool name

I decided to change my name Kiriranshelo to Orphen when I started in this saving-the-world-or-the-ones-you-love business. Orphen sounds cooler, shorter, tougher. Plus, it's easier to pronounce. Can't sound strong if you can't even pronounce your own name fast.

2. Next up, the suit

Every celebrity has to have his own trademark style. A real man has to be recognized from afar by just his clothes. Some go for trenchcoats (one guy even had a light brown one with a yellow collar), green tanktops with really tight shorts, brown bomber jackets with an orange sweater wrapped around their waists just in case, or limitless sleeveless red shirts. Me, I go for simple but cool jeans, shirts, a blue sleeveless jacket over the shirt, and my signature red bandanna. Oh yeah, and my cool gloves too.

3. You gotta have special skills

Sorry but only 30% of people become famous saviors. Most of us are born with sorcery in our genes like me, have some sorta bionic implants or bizarre lives / deaths destined for them.

4. Tragic past

Well I didn't really have a tragic past if you can call being an orphan not tragic. But I grew up in an orphanage with a girl named Azalea. She's the only family I ever really knew. So in a way, I grew up kinda normally. Kinda.

5. Unconventional family

Some of you may be like me. Some may have families killed before your very eyes or kidnapped. Actually that kinda happened to me too. My Azalea!!!! *sniff, sniff* We passed the Tusk Tower together. I was only four and Azalea was 9. The Tower was this school for sorcery that was really hard to get into. You have to be really powerful to get there. Anyway, me and Azalea were always together like brother and sister, you know. But then she held that stupid sword and

turned into Bloody August, an evil dragon. The people from the Tower decided to get rid of her.

6. Purpose

She managed to get away but I knew that she would come back to get the Bartou Andelous. This Bartou thing is a sword, see? It's supposed to help her get back to normal. I knew I needed to see her again and save her. So I quit the Tower, went to this small town where the sword was reported to be held, and changed my name.

7. Sidekicks

You have to take special care in choosing your tag-alongs. They should have enough power to back you up when you're in a tight fit. Take for example my sidekick Magic or Majiku — don't really know how to spell his name — he had some sorcery in him and he was the pub owner's son so I started teaching him some tricks. Not only did I manage to get free grub, I got to be near the mansion where the Bartou Andelous was and where Bloody August came. 'Course I didn't expect that Cleo girl, whom I later learned was the heiress of the sword, to be there and to mistake me for a pervert. Hey, I swear I wasn't peeping at her. I was just checking if the sword was still in the mansion or not!

8. Kick-ass tools

Anyway, for this part, big, magical swords would be nice. Especially when a certain heiress and other bystanders get kidnapped because certain former classmates interrupt you when you're about to perform a spell on a big, mean and angry dragon who just found out that the sword its been looking for can't cure it because it's a fake. You have to rescue those helpless "innocents" even if they're annoying.

9. Special moves/spells

Mine are:

I hurl you, white blades of light
I command you, death reversal shield
I weave you, mesh of the armour of light transport
I cross you, threshold of the sky seal
I induce you, expiation sleep sword
I infuse you, demon sword
I erase you, demon god's mark vision
I weave you, welf of the cage of light wind
I exhale you, angels' breath flames
I erect you, tower of the sun

But don't copy them. Each spell must be special and only used by you. Be creative. Be original.

10. Love interest

Life would be boring if you have no one to fool around with once in a while. So a love interest would be great. That Cleo chick is looking good everyday. 'Course she's the only one I get to see besides Majiku since she decided to hang out with us as we find the real Bartou Andelous.

Okay, that's it. I think I've exceeded my time. For those who didn't manage to get everything, I'll leave a copy of my talk with the Secretariat Dragon so you can photocopy them. I'll even sign them for you.

— Cecil Estrada

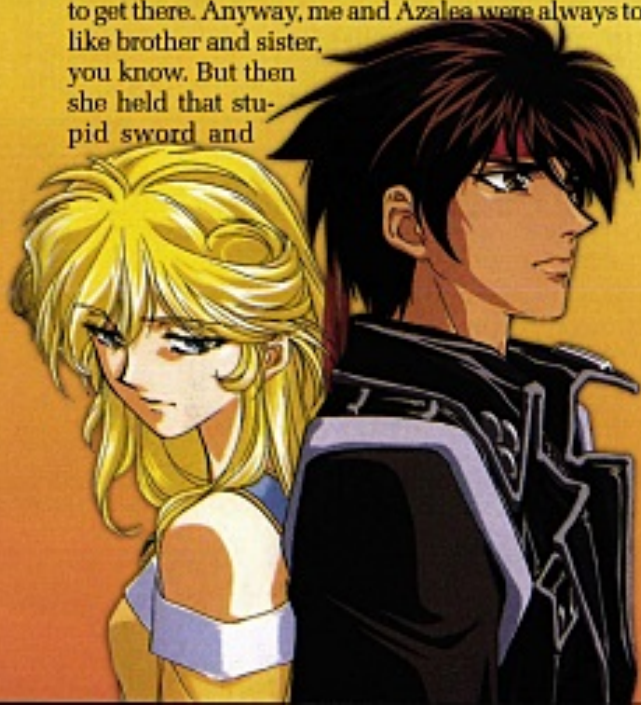
Sorcerer Stabber Orphen (Majutsushi Orphen) © Kadokawa Shoten, TBS-TV

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Fam & Ihrie: Magic and Ruins

In the beginning, there was much magic. And man saw this magic and made use of it. He created spells and mystical objects. And he said, "This is good."

Soon, man began to fidget and fret. The magic that he used was not enough. He wanted more. So he made destructive equipment to steal other sources of power. And he made war and said, "This is good."

Afterwards, the land was decimated. Nature was destroyed. Man was almost no more. And he said, "This is not good."

So he stopped the quarreling and focused his energies in rebuilding his cities. The sites of battle were left to deteriorate. Peace settled everywhere.

Until the day man began to tire of this peace and became curious of the ruins of old magic. Slowly, he began to poke around and find mystical objects. He learned of the legend of the Ultimate Power which can grant man any wish. And he said, "This is good."

And the cycle began once again. Man began to use and abuse magic. The hunt for the Ultimate Power became an obsession. Maps to its location were produced. Chaos, rivalry, destruction began to reign once again.

Until two women stepped in and said, "What the heck do you think you're doing?!" And so, these two began a new era of women fighting off man for the survival of all.

Fam and Ihrie. One is a beginner witch, the other is a practiced magician. One uses a staff, the other a sword. One is accident-prone, the other has a short fuse in the patience department. One dreams of utopia where all will live happily and peacefully together, the other wants to resurrect her mentor and get even with him for putting a spell on her. One is interested in a guy, the other is interested in learning his fighting skills.

Partners in exploring ruins, escaping traps and fighting off their rival explorers, together they travel the land, bicker with each other, gather some weird tag-alongs and prove man should never be given too much power. All he does is demolish everything in his path.

The end? Or is it just the beginning?

— Cecil Estrada

Fam and Ihrie © Kumihiko Tanaka

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<http://animeworld.com/reviews/rainexplorers.html>

<http://www.crosswinds.net/~beyondanime/Series/RuinExplorers.htm>

BEYOND BROADCASTING





Vol 1 No 1
Questor resurrected



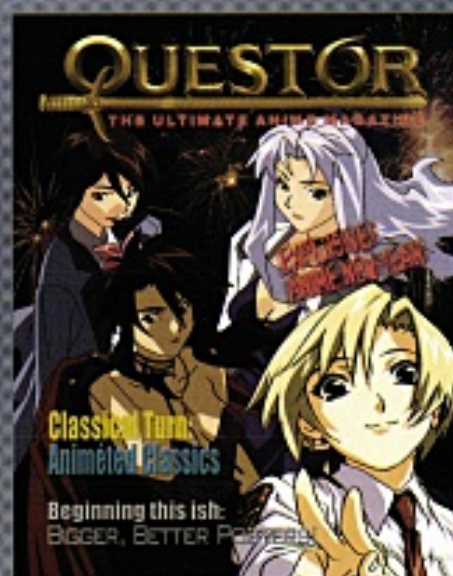
Vol 1 No 2
Jennyson's first cover



Vol 1 No 3



Vol 1 No 4



Vol 2 No 1
Bigger, better posters



Vol 2 No 2
The controversial Daikirai Fushigi Yugi article



Vol 2 No 3



Vol 2 No 4

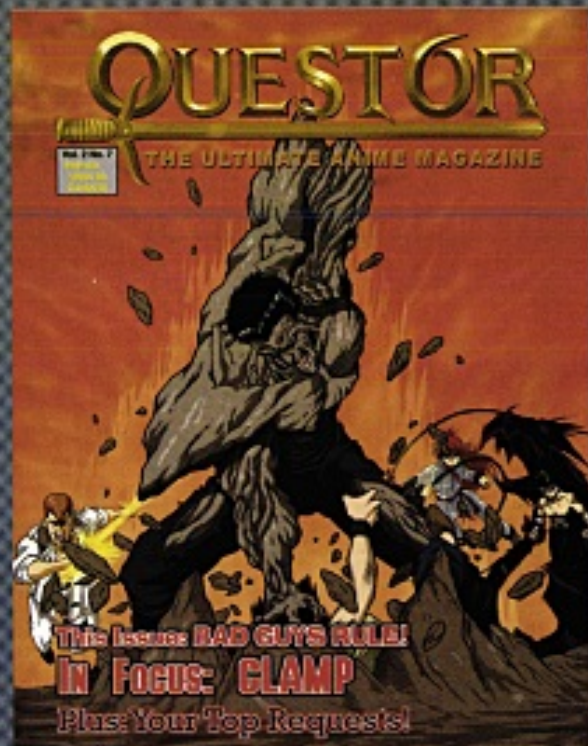
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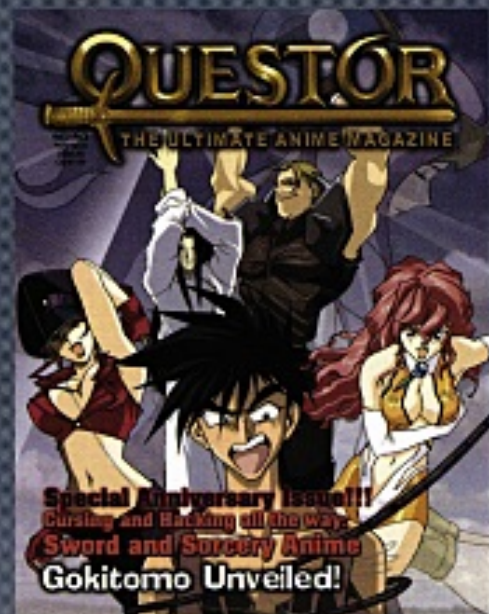
Vol 2 No 5
Samurai issue



Vol 2 No 6
Aldin's first cover



Vol 2 No 7
Bad guys issue, first international edition



Vol 2 No 8
First installment of Gokitomo



Vol 2 No 9



Vol 2 No 10



Vol 2 No 11



Vol 2 No 12/Vol 3 No 1
Double issue

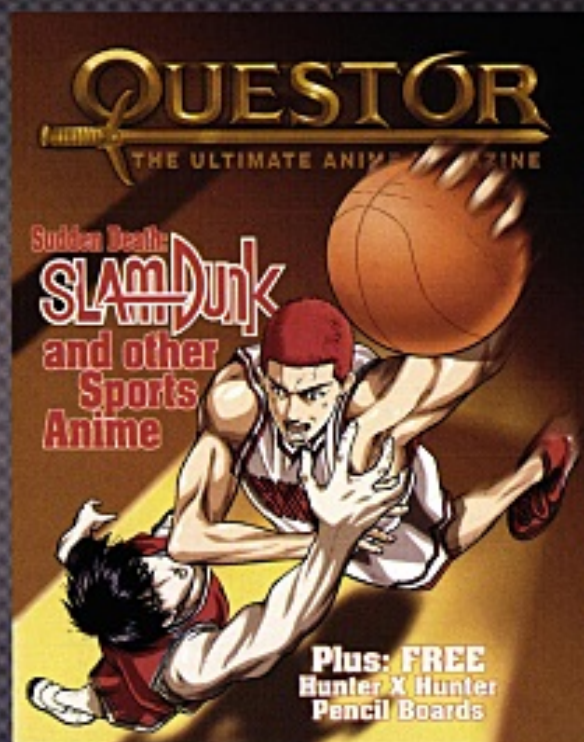
Cover Gallery



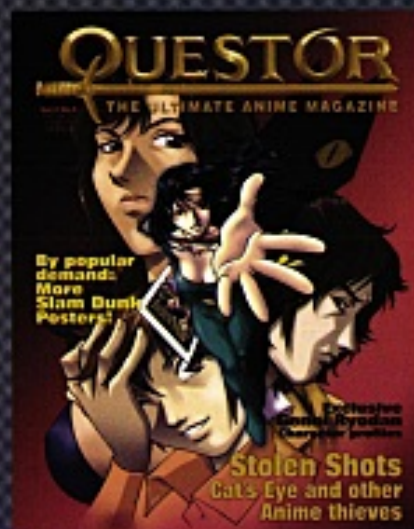
Vol. 3 No. 2



Vol. 3 No. 3

Vol. 3 No. 4
April Fool's issueVol. 3 No. 5
Fastest-selling issueVol. 3 No. 6
Best-selling issue

Vol. 3 No. 7

Vol. 3 No. 8
Chikall

The background of the poster features a collage of anime characters. At the top left is a large, close-up face of a blonde character with large eyes and a blue earring. Below this, a group of characters is depicted in various poses. In the center, a male character with dark hair and a grey robe is prominent. To his right, a large, close-up face of a female character with long black hair and a red eye is visible. In the foreground, a female character with dark hair and a blue bow is looking forward. Other characters include a girl with red hair, a boy with a yellow headband, a girl with blue hair, and a boy with orange hair holding a fan. The overall style is typical of late 1990s anime art.

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In Full Circle

by Nick Ballesteros

When my assignment for this issue came, it was with a sense of musing and surprise. Surprise because, well, *Questor* is two years old! When I joined the pool of writers, I found it a euphoric experience. I am of technical background, you see, having a degree in Electronics and Communications Engineering. The years of living and breathing mathematical equations and microchips have paid off, for I am now a... writer.

Hmm, that didn't sound right. Point is, I have definitely made good use of my degree and am now blessed with a good career working in an IT firm. But have you ever had this dream of doing something else? Something akin to a talent or a hobby? Well, I did want to get the chance to write. And my fascination for this art called anime has given me the chance to live out the dream of seeing my name in a publication. One of my lifelong dreams has come full circle, so to speak.

Two years old! My, oh my. Time really flies when you're having fun. Whoops, I can picture the Editors raising their eyebrows, wagging a finger at me, and saying: "You call getting late articles fun?" Uh... well...

but we did share loads of fun, didn't we? How about treating you guys to a nice cup of coffee? And bottomless iced tea? Yeah, that's the nice thing about the Editors. They are understanding. (*Managing editor's note: No we're not, we're just misunderstood.*) And good-looking too, if I may add.

Lessons learned from my experience

Well, aside from really trying to meet your deadline, if you have personal aspirations, strive to attain those goals, even if the odds are great. Goals and dreams are what keep us going and gives us direction. Enhance your God-given talents, they can be of good use to you someday. You'll be surprised at how diverse the people who bring you *Questor* are. (*Editor's note: Waaahhh! Watso speech!*)

Now before I rave on about our lives, let me change my background music to something upbeat so we can get to the juicy website review stuff. **Chemical Brothers**, anyone?

Yep, it can't get any better than this. It is my honor to poke around and dissect websites that are *Questor*'s own! Much like Biology class!



Anime Club Official Website

What's it about? This is the corporate website. *Anime Club* highlights the shows that they are able to bring to local TV and home videos for your enjoyment.

The homepage gives you direct access to information on anime you wish to view. The left pane gives you anime titles, while the menu at right shows a choice selection of "Super Robots" and "Sentai" (not hentai! think *Biomon*). Yes, yes. People like these too.

The main menu gives you easy access to the latest "Events", "Contests" and "Downloads". And when you visit this site, don't be a stranger. Join the mailing list and know what you've been missing.

Highlights. Interactivity. There are lots of things to do here to personalize your computer (wallpapers, winamp skins). And there are contests to pit your artistic talent with other anime enthusiasts!

Message Board. Admittedly, new users can be quite intimidated by the registration stage. It's like enrolling in a Military School (try it and you'll see). But once you log-in, you're in Anime Heaven! If you're looking for one perfect reason to visit Anime Club, this is one of them! The Message Board's got these in store for you:

"Anime Club Section"

- talk about your favorite anime in general, or the one being shown on local TV
- how was your experience in the recent AnimeQuest? Write all about it!
- Voice an opinion about the site to the WebMaster
- Touch base with other Anime Clubbers

"Questor Magazine Section"

- Talk about the mag in general
- Interact with the Questor Staff
- Love roaches? Hate them? Write about it in the Gokitomo board
- New Questor manga on board!

"Monthly Goodies Section"

- Request for wallpapers, winamp skins, lyrics, your avatar for the Message Board... it's December all year long!

Lowlights. The website seems to be using codes specific for Microsoft Internet Explorer. When I opened it using Netscape Navigator 7.2, the homepage was in disarray.

Use of the popup window to display the synopsis of an anime title is a nifty trick. Clicking on another title overwrites the previous popup window, hence your screen doesn't get cluttered. However, doing this minimizes the popup window and doesn't return to the screen. So you need to click on its tab at the status bar to view the new contents.



All the other links are popups. Good for sections which can hold on their own (like the Message Board), but getting separate screens from the homepage every time is like getting the pasta and the meat sauce on separate plates.

My personal opinion for the color scheme: the green looks too bright for the dark gray, or is the gray too dark for the green? Must be my new glasses. But the message board's yellows and grays look cool.

The three circles at the top section of the homepage does not tell you where you will be led to unless you know that the second image came from the first Questor issue (and will lead you to the Questor site), the third is of the Gokitomo manga (and points to the Gokitomo site). The first image? Never seen those three gals before.

To sum it up. The site is a work in progress; some of the pages are still offline. However, do not let that hamper you from visiting the site because it has lots to offer. Future updates-wise, it holds a lot of potential for even better goodies that will make you keep coming back for more. Hold on to your credit cards; no electronic shopping carts here. Just head on to your local mall and buy the videos. Not the pirated ones, ya hear!!

URL: <http://www.anime-club.com>

Gokitomo

What's it about? Within the pages of Questor Magazine (the magazine you sometimes put on top of your propped-up Chemistry book to make it look like you're studying) is a proudly Philippine-made manga called **Gokitomo**. The series has created quite a stir amongst the readers because the love-hate-action-drama relationships revolve on — of all things — the cockroach! And it has become a love-hate relationship for readers as well.

Highlights. The homepage is artfully laid-out, much like the artwork in its printed counterpart. Aesthetics make this website a nice place to visit. It's so nice, you'll forget that roaches are the reason for this site's existence.

The "Main Menu" directs you to a "Character Guide", an "Episode Guide" and a "Downloads" Page. The Character Guide amply provides descriptions and mug shots of the bipeds and quadrupeds that comprise the Gokitomo world. Surprise, surprise. No roach mug shot in sight!

Lowlights. Ack! Every link opens a second window! Again! This second window is refreshed with new information, depending on the link you click on the home page. Maybe there's a new fad in web development that I'm not aware of, but clicking in one window and looking for the data in another is quite a drag.

The Episode Guide is not yet an Episode Guide but rather a Gallery of Cover Art. The Downloads page is under construction. I'm looking forward to a wallpaper with a horde of roaches to adorn my monitor screen with.

To sum it up. Excellent website design, very nice color scheme, not a single, zoomed-in, full-body shot of a roach in view.

URL: <http://www.anime-club.com/gokitomo>



Questor Magazine: The Ultimate Anime Magazine on the Net

What's it about? Within the corporate Anime Club website is Questor Magazine. To get there, simply click on the *Yu Yu Hakusho* image at the top portion of the Anime Club homepage, or type in the link below.

This website gives the magazine readers highlights of the current issue, as well as a glimpse of what's up for next month. Missed last month's issue? Too bad, you only get a glimpse of that, too.

The links take you to cover art of past issues, profiles of the Questor staff (a compilation of what you have read in the past issues basically), and quotable quotes from the Staff.

Highlights. A nice complement to the print media, this website can be a good reference point for the discriminating buyer (read: not a collector, ie buys an issue only if Tamahome is on the cover page).

Lowlights. It's the popup window syndrome again! Is this a conspiracy? It needs updating.

To sum it up, the website can be a great complement to the magazine. I have a subscription to another magazine which has a website complement too, and it gives you bonus features like additional pictures and downloads for the month. Based on the current work, this website is being geared for such highlights as well. Update the site, and visitors will surely come back for more.

URL: <http://www.anime-club.com/questor>





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The year is 2040. It's been 10 years since a great earthquake devastated Tokyo, robotic Boomers have become a daily part of life. But when these Boomers go mad, only the Knight Sabers can stop them. Join Priss, Linna, Nene and Sylia as they battle Boomers and the evil Genom Corporation. High-tech, high-octane action at its best.

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Ten-year-old Genki gets sucked into the Monster Rancher world while playing his favorite video game. There, he teams up with newfound friends Holly and Suez to find the Mystery Disk which holds the secret to defeating the evil Moo.

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Brainiacs have invaded the planet! Earth's last line of defense is the Daimos robot and its pilot, Richard Hartford.

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ANIME CLUB

www.anime-club.com

**"Matapos magpahinga ni Bathala noong ika-pitong araw,
tinipon nya ang lahat ng kanyang nilikha upang sila'y basbasan**

**Nilibot ng Diyos ang kanyang bagong likhang mundo at inumpisahan niyang basbasan ang
lahat ng kanyang
makita't madaanan.**

Subalit mayroong mga nilalang na hindi nakarinig sa tawag ni

Bathala.

**Sila'y nanatili sa kanilang mga lungga
at sa kasawian palad ay**

**nilalang na ito'y nabuhay sa kadiliman.
Sapagkat napag-kaitan sila**

hindi nakatanggap ng basbas ng Panginoon. Magmula noon, ang mga

**ng biyaya ng
Diyos,
ang mga ito'y
nagbago ng
anyo.**



Sila ang pinagmulan ng mga tinatawag

nating aswang, halimaw at maligno."



Chapter 1: PORBUS

ΥΡΘΤΣ STΘRY

ΑΘΑΙΡΘΕ ΑΝΘΡV .ΑΠ ΜΑ. VERΘNA ΕΛΘRIAGA

ΤΡΑ ART

ΘΡΕΣΘЯ ИΑΛΛΑ ΙΘΣΥΙΝΕ | JENNYSON ALLAN RΘSERO





[ALRIGHT, BOTH OF YOU! THIS IS NOT HELPING THINGS. GODFROI, JUST MAKE SURE THE PLACE IS SECURE AND WE WILL TAKE CARE OF THE REST.]

MASTER HUGH! MASTER HUGH!



[NINE YEARS, IT TOOK US! AND NOW, IT IS OURS...]

YOU CLAIM THAT ACCURSED THING? THEN IT IS YOU WHOM WE HAVE TO THANK...



MANILA, 1990





MA, PA... THEY'RE HERE! THEY'RE HERE!



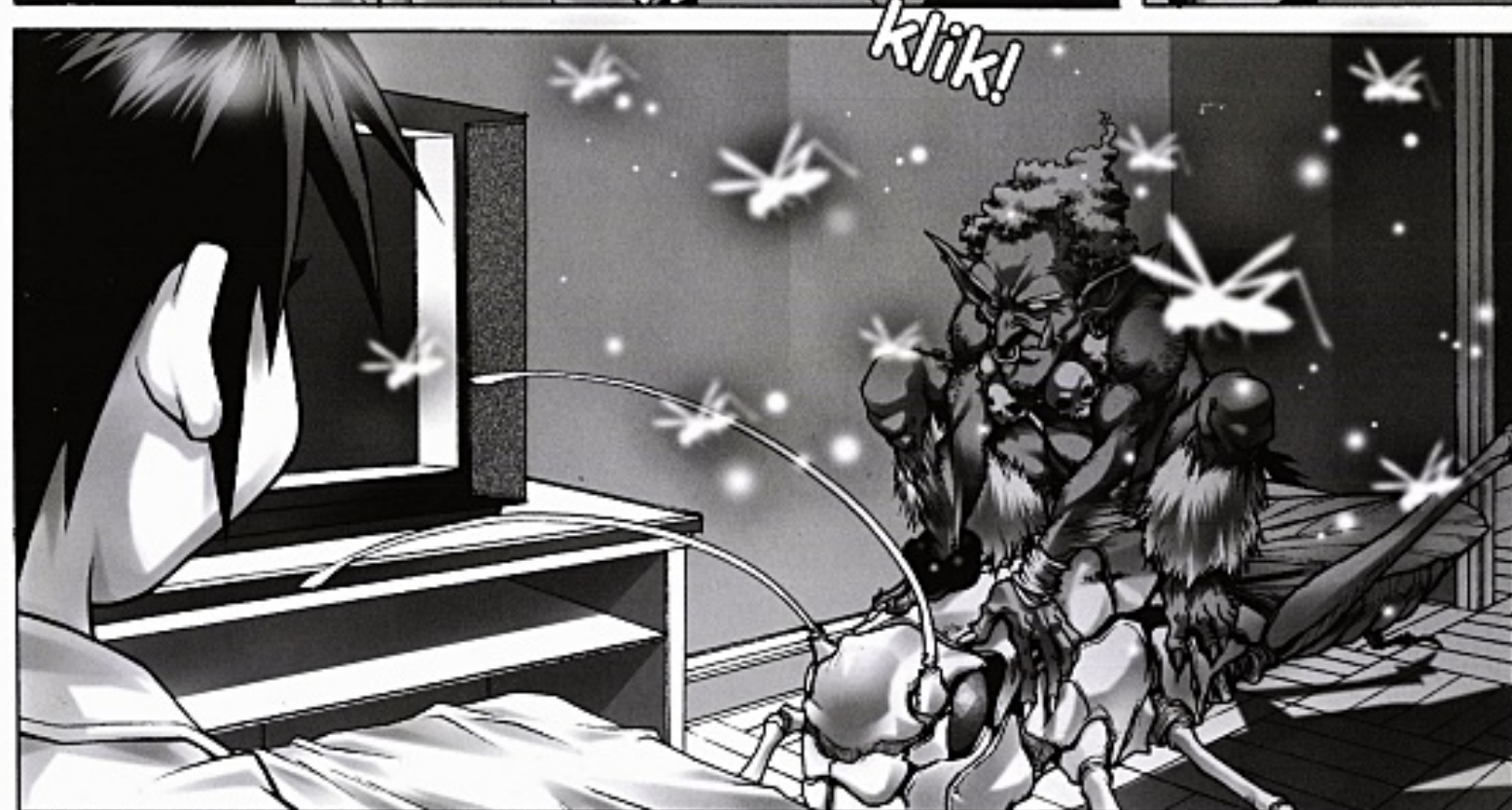
SWEETIE, IT'S JUST A DREAM. IT'S
OKAY, MAMA AND PAPA ARE HERE.



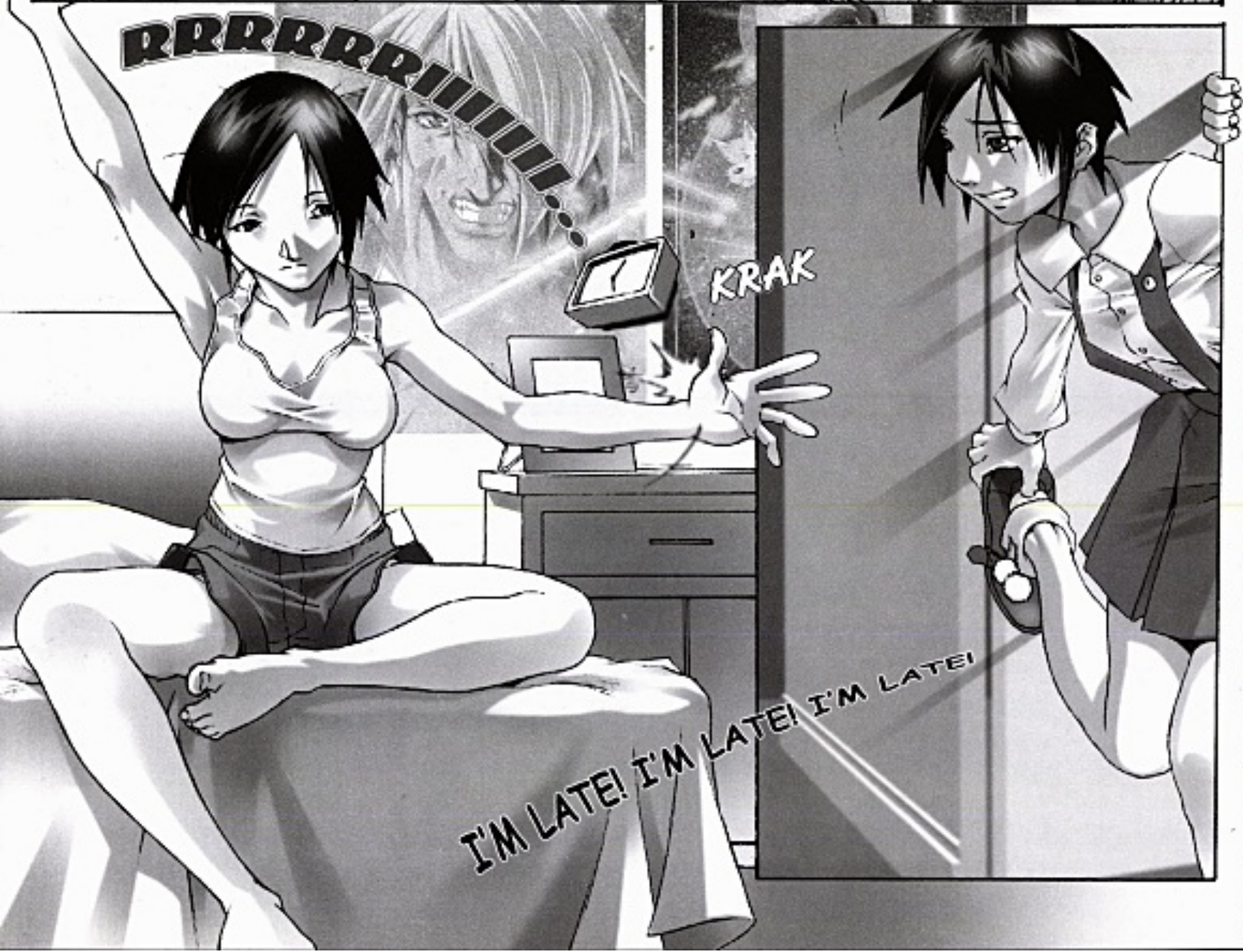
NO! MAKE THEM GO AWAY!
OPEN THE LIGHTS, PAPA!



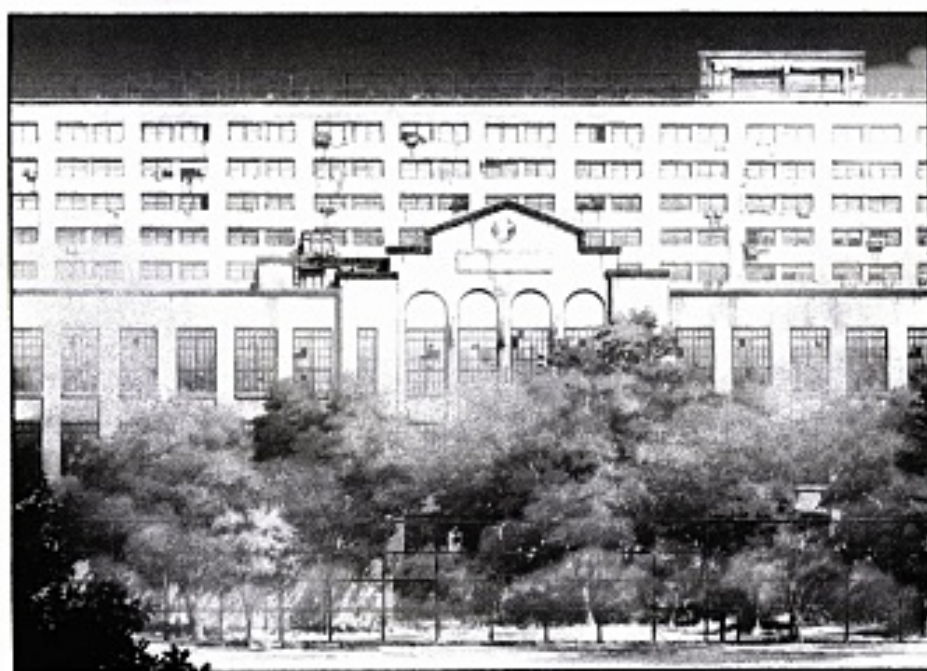
ALRIGHT, ALRIGHT, I'LL OPEN
THE LIGHTS THEN YOU'LL SEE
THAT THERE'S NOTHING THERE.



klik!



"MEANWHILE, MABABANG PAAKALANING HIGH SCHOOL ACADEMY FINALLY OPENS ITS DOORS LATE IN THE SCHOOL YEAR EVEN THOUGH THE MYSTERIOUS ILLNESS PLAGUING STUDENTS AND FACULTY RAGES."



GUIA



PSSTTT... TURN THE FAN ON SO WE CAN GET RID OF THIS ICKY FOG.



WHAT FOG? FOG, FOG KA DYAN.

shoo!
shoo!



OKAY, A LOT OF YOUR CLASSMATES ARE SICK STILL BUT WE HAVE TO START CLASSES 'CAUSE WE WOULD BE FALLING TOO FAR BACK ON LESSONS. SO THIS IS HOW WE'LL DO THINGS. I'LL ASSIGN SOME HOMEWORK TO EACH OF YOU HERE, TO BRING TO YOUR SICK CLASSMATES WHO LIVE NEAREST YOU.

SO I SAID, blah blah blah
AND THEN HE SAID, blah blah blah
MUNCHI MUNCHI MUNCHE





blah blah blah blah blah
WHERE YA GOIN? WAIT UP! GIVE A LITTLE
RESPECT TO-HOO-HOO-HOO ME!!!



OCCHIO
DEL D
TO BE CONTINUED...





CHAPTER ONE:

TEST OF STONE

ALDIN VIRAY

STORY/PLOT
AND ART

IGOR CABBAB

SCRIPT/DIALOGUE
AND LETTERS

DREAMWINDER

Dreamwinder © Viray / TSP.

MAKE SURE WE DON'T
LEAVE ANYTHING
BEHIND!

YEAH, IT'LL BE A
FULL THREE WEEKS
BEFORE WE GET BACK
FROM SEMBREAK.

HEY, WHERE'S
MY SWEATER,
MIYU?

HOW IN THE
WORLD SHOULD I KNOW?
YOU WERE THE ONE
HOLDING IT!

ATE...
CAN I...
BRING...

NO AINA,
YOU CAN'T
TAKE
FLUTTER
ALONG.

OH, C'MON
ATE AI...

I WON'T
HAVE ANYONE
TO PLAY WITH!

WHAT WILL
HAPPEN TO
FLUTTER IF
WE TAKE HIM
WITH US?

O..OKAY.

OH...HH...

Y

BYE,
LITTLE
GUY...



AWWW,
WUDYA
LOOK AT
THAT..



AINA'S
A LITTLE
CRYBABY!

sniff
sniff



BUT...
I LOVE
FLUTTER!



IT'S JUST
A STUPID
BUTTERFLY
DAMMIT!

AREN'T
YOU GLAD
WE'RE
FINALLY
GOING
HOME TO
SEE MOM
AND DAD?

sniff
sniff

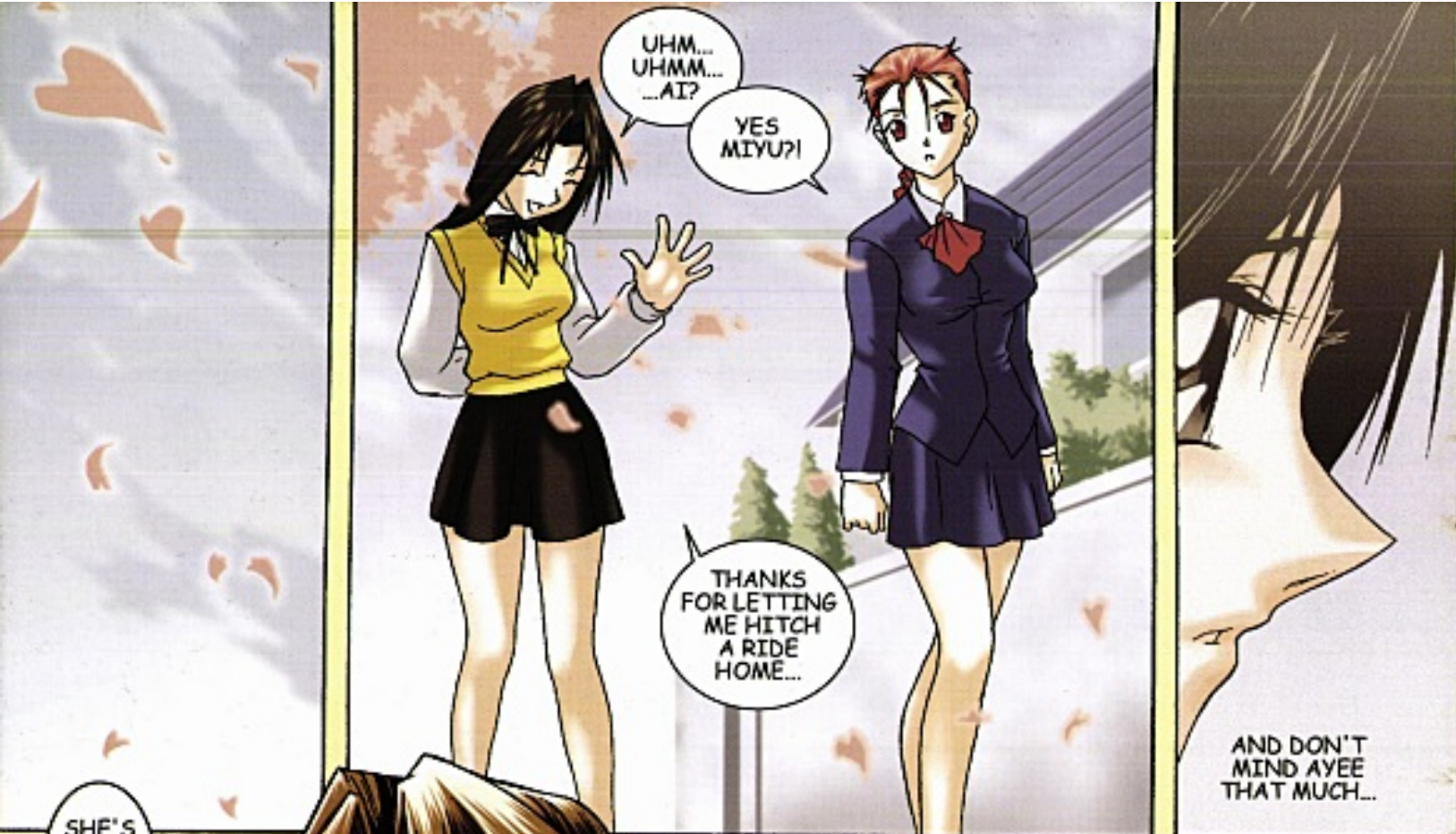



THAT'S
ENOUGH,
AYEE!



SI ATE TALAGA...
KAHIT KELAN
K-J.

BELAT
MO






THE CRYBABY
IS FAST ASLEEP.




DON'T
TEASE AINA
TOO MUCH,
AYEE!



IT'S FOR HER
OWN GOOD TOO,
YOU KNOW...



YOU'RE
ALWAYS
TOO HARD
ON HER!



ATE, THIS WORLD IS
TOO HARSH! YOU NEED
TO BE PREPARED FOR
ANYTHING.

IF SHE'S TOO WEAK
THEN THIS WORLD WILL
GOBBLE HER UP WHOLE!



HEY
GUYS
WHAT'S
THAT?!

IT'S
RIGHT
IN FRONT
OF US!!

LOOK
OUT!

I'VE
LOST
CONTROL
OF THE
CAR!!



WE'RE GOING
TO HIT IT,
WHATEVER
IT IS!!!



HANG ON!!!!



KABOOM!





≡KOFF≡
≡KOFF≡

UNNIGH-HY!

I... I'M...
OUT OF
THE CAR?..

AYEE...
AINA...

WHO...
WHAT
ARE YOU?

AINA!!

WHERE ARE
YOU TAKING
MY SISTER?!

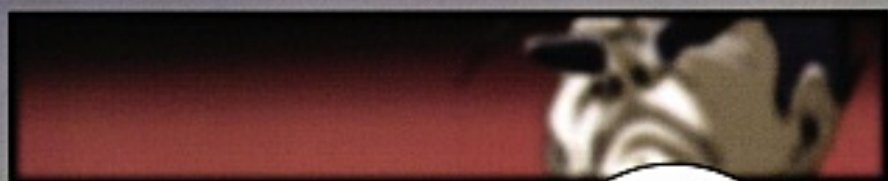
Noooo!!!





AYEE...
...AINA...

PLEASE...
...HELP...



SLEEP WELL
CHILD,
YOU HAVEN'T
EVEN BARELY
SCRATCHED
THE SURFACE
OF THE TRAGEDIES
THAT WOULD
BEFALL
YOUR KIN.

FOR THIS
IS ONLY
THE BEGINNING,
THE BEGINNING
OF THE END
OF ALL
TIMES.



TO BE CONTINUED...





Karen Jean Galvo



Jaideanu Cultura, 16



Mary Josellne Napalan



Wigi, 7



Yusuke Kisaragi



Katrina de la Paz, 13



Coco



Roxena Blue Rubianes



Bovje Carl D. Isidoro



Dexter de Torres, 14



J-pup Makiel Supalicio, 17





Morris R. Espinosa



Anonymous



Ritchelle Mae Sira



Jose Arboleda



Joseph Paraiso

REIKO HAYASHI
LUCY HAYASHI



Ichigo



Anthony Pascua, 18



Nadine Ace Bober

We here at Questor know

how to appreciate talent. So get those creative juices flowing and show us your stuff. We encourage every fanboy and fangirl to send in their artwork (originals, don't trace over somebody else's drawings!) to Doujin Drawing Board c/o Questor Magazine, 206 Quadstar Bldg., Ortigas Ave., Greenhills, San Juan, Metro Manila.

Your masterpieces should be no larger than 8 1/2" by 11". You can use pencils, crayons, markers, pen and ink, whatever works for you. As much as possible, try not to fold your artwork. Those folds give us a hard time, you know.

Those who want their works returned to them should send us a self-addressed stamped envelope with their entries. Oh, we can't process any entries sent via email at this time.

The best part is if you're good enough (or lucky enough), WE'RE GONNA GIVE YOU A PRIZE!



Jenny S. Ong



Jeez, the mag getting older means a lot of things for me. The most evident change would be the **VOLUME OF MAIL!** Never knew we had so many readers. It has been two years since **Questor** started. By estimation, I may have already replied to, read and re-read 25,000 messages. That's about 1,000+ messages a month! But nowadays responding to all messages is just inhumanly possible with the exponential increase in volume. Sowe about that. ^_^ Lotsa **Inu-Yasha** and **Ayashi no Ceres** requests lately. Standard sophomore rules apply, people. Letters were shortened due to space constraints.

Anniv and AQ Fantasies

I wanna give you an anniversary cake, any cake you like! Too bad I don't have enough money to give you one. I hope it's okay ^^

Yuna

It's okay about the cake. For us, just the thought is enough to make our day. ^_^

Bkit ung Anime Quest 02 pumunta ako pero Wla nmang mga BANDA. Sna s susunod magpa-Anime Band Contest na lang kayo para mas masaya.

TREBLE

There were bands on the cosplay day. The NeOtakus, SOL and Project E/J played. Anime Battle of the Bands? Not a bad idea.

I was present during the Cosplay On Ice. That's where I saw him! My dear, dear Eriol, come to life... just for me! blush...

Karina Hiragizawa

PS: If you do have a picture of my live Eriol, please send them at eriol_loves_karina@yahoo.com. I will really appreciate it! and oh yeah, btw... HE'S MINE!

Uh, I think that cosplayer you're referring to is a girl. O_o;

Fan Forum Fantasies

Could you please put up an anime fan forum page.
Ainna Nanami AKA Hato Eiyu

Is there a chat thing for Questor so all anime fanatics could chat?

Ponch

Forums? We do have those via the website. We have messageboard forums up at <http://www.anime-club.com/messageboard>. Chat? We do that via mIRC. You could chat with us or other anime fans on dalnet at the #anime-club and #questor channels.

Gokiburi Fantasies and Del Dio Dreams

Honestly, the **Gokitomo** in the slam dunk issue really kicks butt of @\$\$holes who don't appreciate the talent of the "fresh artists of the new generation"!

Senruks

"Fresh artists of the new generation". Jennyson and Aldin are all smiles now. ^_^

Any plans to create a Gokitomo anime?

mushu144,
Chris Barredo ^_^

Sayang naman, at yung ending, nakakabitin at tsaka bakit pati yung gokiburi sentai e kelangan nyo ring ipakita ang ending... sana lng yung manga na ipapalit e ganon din kaganda ang story.

Socorro Maralit

I'm sad Gokitomo has ended but by the way there are reason for everything!!:)

Xyerhille

Gokitomo is already finished? *Bakit naman?* Can you air Gokitomo in TV here in the Philippines.

Jenny(Kazumi)

Uh, no plans yet on making Gokitomo into an anime. You need a large amount of money for capital to make anime.

Why did Gokitomo end so fast and why is its ending so "bitin".

Haniel Johanan Chua

I was shocked. Why? Gokitomo has ended! Oh my, *kelan ko lang nasundan yung kwento tapos natapos na?* Which will replace Gokitomo? **Occhio del Dio** or **DreamWinder**? (sana pareho)

Vielle
Sword's Symphony

Gokitomo really was scheduled to run for just a year and that year is now over. Bitin? It really was hard to cram part of a lifetime's worth of stories and lessons into 12 installments. No wonder manga reach 101+ multi-page volumes in Japan! It's so hard to tell a good story in just 12 episodes with just 8 to 12 pages. Gokitomo was untested ground which we dared walk on. We have walked and we walked tall. Now we know better. Now we walk on with both Occhio del Dio and DreamWinder. ^_^

I just want to say that I feel sad dahil tapos na ang Gokitomo *sniff* ... I'm gonna miss Moof, Peipei, Yuki,

Mark and the other characters *sigh*. I'm supporting the new manga of Questor! I'm sure one of the best ever *na naman yang manga na yan*.

Pai Chan

Wat do u mean by "end 4 now?"

Ivy

I'm intrigued with this new manga you are cooking up right now. I guess it is like a **CHARMED** story. I hope you wouldn't delete the humor and I also hope there would be a **Shannen Doherty** look-alike in your manga thing. I hope you will bring back GOKITOMO after a year. Just hoping.

PMS

Hmm, I don't know if any of the DreamWinder sisters or their friend Miyu look like Shannen but they sure look fine to me (hubba-hubba-drool!). Gokitomo back after a year? Maybe. "End for now?" Who knows? Maybe Mark and the gang will appear in a one-shot manga sooner than you think. ^_^

Why gokiburi instead of goukiburi? And why gokiburiphobia instead goukipobia? Gokiphile instead goukipiru?

Sakurapicardona

Add to that the question: Why Gokitomo and not Goukitomo? ^_^

Sana mas maganda yung next na manga! Don't like cockroaches, e! Will the chara in the new manga have Japanese names again?

Lawrence Camacho

PS Pls post this message with love and praise!!!

We're posting your message only with love and not praise. Mwhehehe! O_o Well, ODD (Occhio del Dio) and DW (DreamWinder) are out now! Let's just wait for the verdict. ^_^

So... what's the moral lesson? *Meron ba? Facing your fears ba ang lesson nito? Yun lang? Please tell me soon, so that I would be convinced that Gokitomo is great.*

Hitokiri no Jigoku

Lessons? There are lots in there (I think, er, I hope). Facing fears, value of friendship, honor, commitment, love, chivalry, practice makes perfect, dedication, psychology... stuff like that. Maybe Gokitomo is not that great. ^_^ But for us, it was a start. We could only get better at this point.

1. Why did you end Gokitomo? It was just starting out. We didn't even get to see character developments!

2. In the last ep of Gokitomo, why were Yuki and Gouki on the rooftop too?

3. What is Dreamwinder?

Zilu21664@yahoo.com

That's odd, others say we took too long in setting up the character developments / backgrounds in the early issues. DreamWinder manga is the brainchild of Aldin Viray. The story and art are his ideas, I help out with the writing and scripting chores. Occhio del Dio is a joint effort of Bambi and Jennyson. Why were Yuki and Gouki on the rooftop too? As Hisoka would say... Ewanrunn. ^_^

Goodness, it's so *bitin*! But I'm looking forward to the Occhio del Dio.

Claudia Chavez

Other Hopes and Wishes

Why in the world does your release date kept being pushed back? It's already so late in the month.

Kirby

Late? Not really. We still come out by the third or fourth week of each month.

Idol ko c Aldin!. I'm an amateur cartunis in our skul
Askot



Cute nyo! Wala lang. Bye

Angel Roman

It's me, Lady Yukino Mitsui (Bambi-sama, pis!). Luning 4 a txtm8, I am! 0918 333 8276! PLSSS!?!? Thanx!



2 ol anime fanz der, txt me at 09206049095..questor staff.gud work!!i'm impresd!killua rulz!he he..

-akari

Can u guys send me INU-YASHA wallpapers at wkreuz@edsamail.com.ph. Thanks you guys!

Iris Kanzaki aka Ayane Miki, Leader of MNHS Anime Club



My tarot cards says that if you won't send me any copies, QUESTOR would destruct in 5 months!!!!

Frodo Potter



So that's it. Two years and still going strong. Here's to more Chain Mail years to come. And Frodo, people have been telling us that for the past 2 years and nothing has ever happened yet! And also... hey, what's that ticking sound under my desk?

Igor Cabbab

Mail-Overloaded Managing Editor



watashi
tachi

No, we don't cosplay. But if given a chance, the *Questor* Staff would like to be decked out as the following, our favorite characters. Guess, who's who.

Mark as
Psyduck from
Pokemon

The Jikata as
Balgus from
The Vision of
Escaflowne

Bambi as
Folken from
The Vision of
Escaflowne

Igor as
Mojo Jojo from
The Powerpuff Girls





Rey as
Spawn

Jess as Shaider

Aldin as
Roy Fokker from
Macross

Jennyson as
Stitch from
Lilo & Stitch

HEY, FUUKO! CHECK OUT
MY COOL, NEW POWERS!!!

RECCA FLAME!

烈火之炎

- FLAME OF RECCA -
MEOWOK AND TUNGAW





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Questor resurrected



Vol 1 No 2
Jennyson's first cover



Vol 2 No 1
Bigger, better posters



Vol 2 No 2
The controversial Daikini
Fushigi Yugi article



Vol 2 No 3



Vol 2 No 4



Vol 2 No 5
Samurai issue



Vol 2 No 6
Aldin's first cover



Vol 2 No 8
First installment of Gokitomo



Vol 2 No 9



Vol 2 No 10

Questor

Cover



Vol. 2 No. 7
Bad guys issue, first international edition



Vol. 2 No. 11



Vol. 2 No. 12/Vol. 3 No. 1
Double issue

QUESTOR



Vol. 3 No. 2



Vol. 3 No. 3



Vol. 3 No. 4
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